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CLAIMS

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1. A learning system for learning learning contents, comprising means (21) which cause a visual presentation such as a computer game, a television film or a video game (3, 20) to run on a display screen, means (25) which call up learning contents to be learnt from a learning material memory (26), and means (23) which introduce the learning contents into a region of the visual presentation on the display screen (3, 20).
2. A learning system as set forth in claim 1 characterised in that there are provided means (21) which interrupt the visual presentation during the introduction of a learning content.
3. A learning system as set forth in one of claims 1 and 2 characterised in that there are provided means (24) which control the learning system with evaluation of data inputted by way of an input device (28).
4. A method of learning learning contents in which learning contents are displayed on a display screen, characterised in that the learning contents are introduced into a visual presentation running on a display screen (3, 20), such as a computer game, a television film or a video game.
5. A method as set forth in claim 4 characterised in that the learning program calls up learning contents from a learning material memory.
6. A method as set forth in claim 4 or claim 5 characterised in that the individual learning contents are introduced at time intervals from

each other, wherein the introduction period of a learning content is substantially shorter than the time period between two successive introductions of learning contents.

7. A method as set forth in one of claims 4 through 6 characterised in that the introduction period is shorter than 1 second, preferably shorter than 0.2 second, and preferably shorter than the perception threshold.

8. A method as set forth in one of claims 4 through 7 characterised in that the time interval between the successive introductions of individual portions of learning contents is in the range of between 1 second and 10 seconds.

9. A method as set forth in one of claims 6 through 8 characterised in that the time interval and the introduction period of the learning contents are settable by the user.

10. A method as set forth in one of claims 4 through 9 characterised in that the introduction or display of a learning content is effected when the visual presentation is stopped.

11. A method as set forth in one of claims 4 through 10 characterised in that the learning content which is called up out of the learning material memory (6, 26) is played into a buffer memory from which it is introduced one or more times into the visual presentation running on the display screen (3, 20).

12. A method as set forth in one of claims 4 through 11 characterised in that the introduction of the learning content is effected into a stationary area or a moving area which follows an event of the

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memory (6, 26) are variable in respect of content and/or graphic configuration.

18. A method as set forth in one of claims 1 through 17 characterised in that when clicking on an object represented by the visual presentation, a learning content associated with said object or said action is introduced into the visual presentation.

19. A program logic of a learning program which displays learning contents on a display screen, characterised in that the learning contents are introduced into a visual presentation running on the display screen (3, 20) such as a computer game, a television film or a video game.

20. A program logic as set forth in claim 19 characterised in that the learning program calls up learning contents from a learning material memory.

21. A program logic as set forth in claim 19 or claim 20 characterised in that the individual learning contents are introduced at time intervals from each other, wherein the introduction period of a learning content is substantially shorter than the time period between two successive introductions of learning contents.

22. A program logic as set forth in one of claims 19 through 21 characterised in that the introduction period is shorter than 1 second, preferably shorter than 0.2 second, and preferably shorter than the perception threshold.

23. A program logic as set forth in one of claims 19 through 22 characterised in that the time interval between the successive

introductions of individual portions of learning contents is in the range of between 1 second and 10 seconds.

24. A program logic as set forth in one of claims 21 through 23 characterised in that the time interval and the introduction period of the learning contents are settable by the user.

25. A program logic as set forth in one of claims 19 through 24 characterised in that the introduction or display of a learning content is effected when the visual presentation is stopped.

26. A program logic as set forth in one of claims 19 through 25 characterised in that the learning content which is called up out of the learning material memory (6, 26) is played into a buffer memory from which it is introduced one or more times into the visual presentation running on the display screen (3, 20).

27. A program logic as set forth in one of claims 19 through 26 characterised in that the introduction of the learning content is effected into a stationary area or a moving area which follows an event of the visual presentation running on the display screen (3, 20).

28. A program logic as set forth in claim 27 characterised in that the learning content is displayed in the area continuously or blinking or flashing, or is introduced in pixel-wise or letter-wise mode.

29. A program logic as set forth in claim 28 characterised in that the nature of the display can be selected and set in respect of time by the user.

30. A program logic as set forth in one of claims 19 through 29 characterised in that for learning a foreign language the learning contents which represent one or more words of the foreign language are introduced in the form of labelling or inscriptions on actions or objects present in the visual presentation, and preferably the learning contents are also introduced acoustically in the form of speech.

31. A program logic as set forth in one of claims 19 through 30 characterised in that a learning content display module (8) and a computer game program module (7) are embedded in a common control program (12).

32. A program logic as set forth in claim 31 characterised in that the common control program (12) represents a graphic user interface on the display screen (3).

33. A program logic as set forth in one of claims 19 through 30 characterised in that a learning content display module is interwoven with a computer game program and is called up out of same (Figure 4).

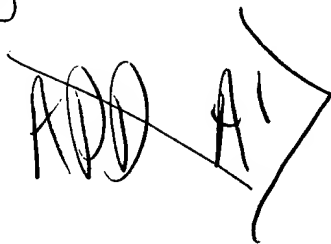
34. A program logic as set forth in one of claims 19 through 33 characterised in that the program logic stimulates learning card file compartments in which the learning contents can be stored and that the learning contents are called up by a checking program module (9), wherein a known learning content is advanced into a learning card file compartment with a higher degree of knowledge and wherein the learning contents of the learning card file compartment with the highest degree of knowledge are no longer introduced into the visual presentation on the display screen (3).

35. A program logic as set forth in one of claims 19 through 34 characterised in that the learning contents stored in the learning material memory (6, 26) are processable with an editor program module (10) in respect of content and/or graphic configuration.

36. A program logic as set forth in one of claims 19 through 35 characterised in that when clicking on an object represented by the visual presentation a learning content associated with said object or said action is introduced into the visual presentation and preferably the learning content is also introduced acoustically in the form of speech.

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